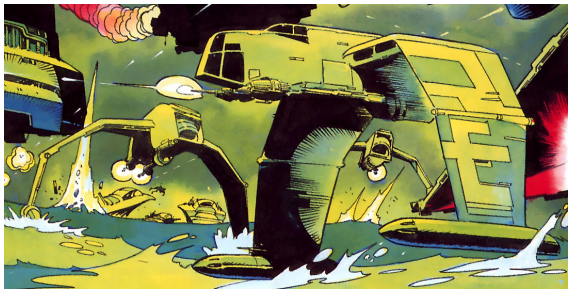
Vehicles D6 / Hydrospeare Corporation AQ-5



Name: Hydrospeare Corporation AQ-5 Waveskimmer
Type: Attack hydrofoil
Scale: Walker
Length: 14 meters
Skill: Hover vehicle operation: Waveskimmer
Crew: 5; 3 Pilots, 2 Gunners
Crew Skill: vehicle blasters 5D , walker operation 4D
Passengers: 28 (troops)
Cargo Capacity: 1 Metric Ton
Cover: Full
Cost: Not available for sale; (285,000 credits on the Invisible Market)
Maneuverability: 1D
Move: 55; 160 KMH
Body Strength: 3D
Weapons:

- Two Medium Blaster Cannons
  - Fire Arc: 1 front/left*, 1 front/right*
    - *The blaster cannon can only be turned to one facing per round.
  - Crew: 1 (co-pilots)
  - Skill: Vehicle blasters
  - Fire Control: 1D+1
  - Range: 50-350/1/1.5 KM
  - Damage: 4D
- Two Light Blaster Cannons
  - Fire Arc: 1 front, 1 back
  - Scale: Speeder
  - Crew: 1 (Gunners)
  - Skill: Vehicle blasters
  - Fire control: 1D
  - Range: 50-300/500/1 KM
  - Damage: 4D
- Two Concussion Torpedo launchers (firelinked)
  - Fire Arc: Front
  - Crew: 1 (co-pilot)
  - Skill: Missile weapons
  - Fire Control: 1D
  - Range: 10-500/1/2KM
  - Damage: 6D

Description: The AQ-5 Waveskimmer, also known as the wave walker, was an Imperial aquatic light assault vehicle.

Characteristics
This 14-meter-long hydrofoil was designed to glide over the surface of any body of water. Based on

an AT-AT frame, this vehicle was supported by two sturdy legs which angled down from either side of the cockpit. These flat boom-like spars terminated in a pontoon that allowed the waveskimmer to float on the water's surface. They also featured servomotors that could ensure the craft's pilot could position the pontoons in the same plane as the cockpit and react to the craft's acceleration lifting it off the surface to gain speed.

The waveskimmers could carry seatroopers, stormtroopers, and cargo, and had a weapons-load consisting of two concussion missiles, two medium blaster cannons, and two light blaster cannons. A single pilot controlled the waveskimmer.

History
The AQ-5 Waveskimmer was the first of several aquatic vehicles designed by Hydrospeare's Design Team Beta, which produced the first prototypes during the reign of the Galactic Empire. These prototypes were similar to the final product, however they could only achieve a top speed of 90 kmph and did not carry concussion missiles or laser cannons. They required a crew of three, including two gunners.[1]

The waveskimmers were constructed within the reborn Emperor Palpatine's deadly World Devastators and were deployed directly into combat on Mon Calamari against the New Republic.[5]

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